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FIGS 7A and 7B

15/52 **Software Block Diagram**

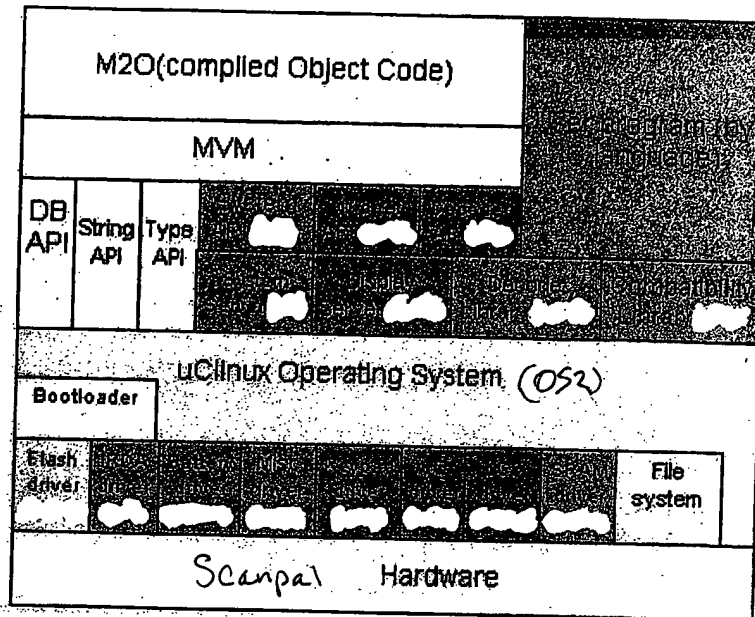


FIG. 9A

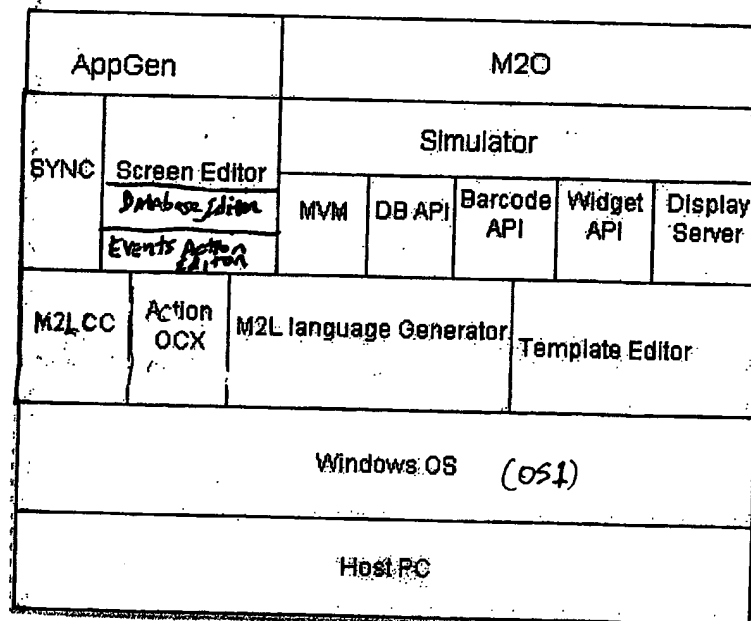


FIG. 9B

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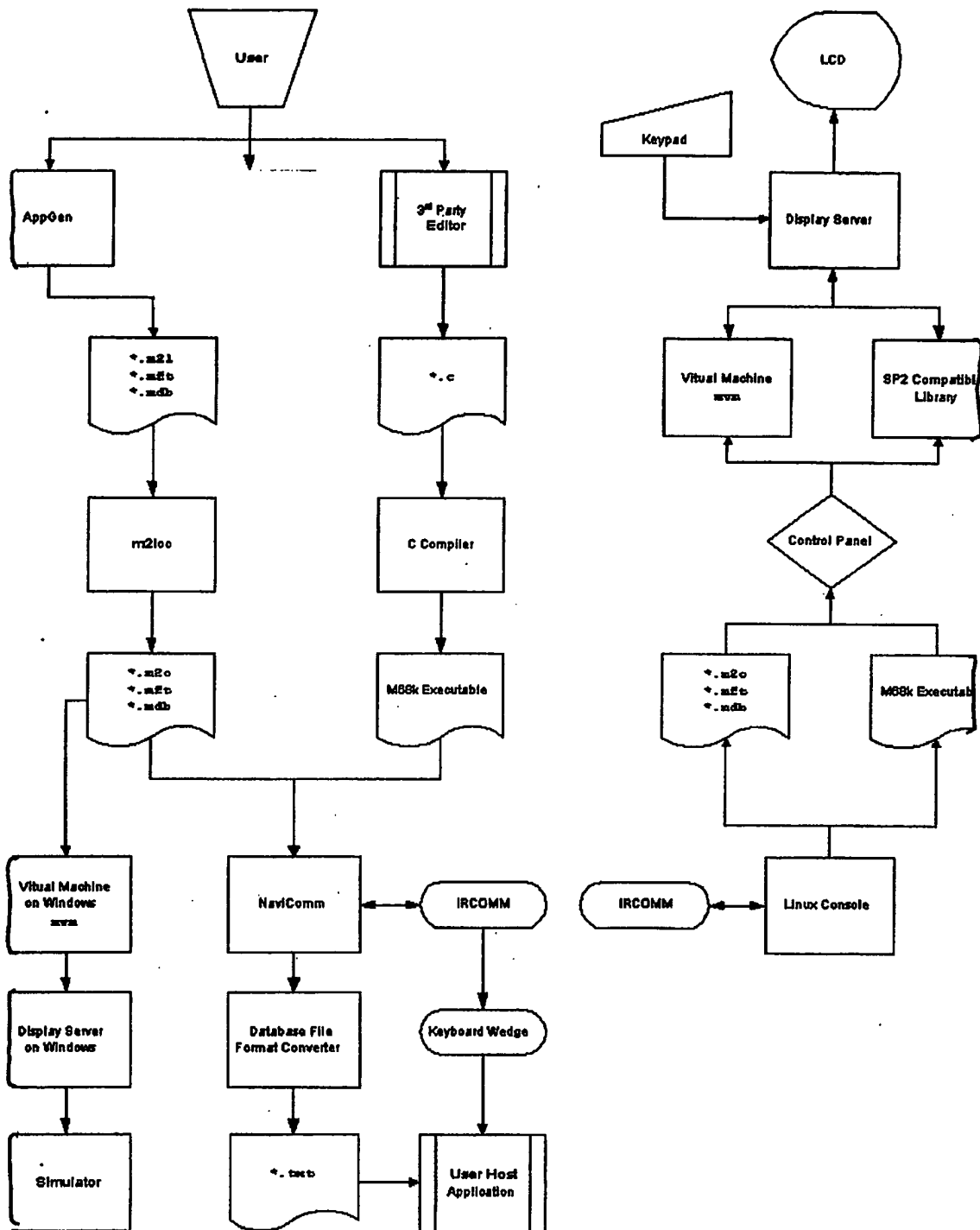


FIG. 10A FIGS. 10A1 and 10A2

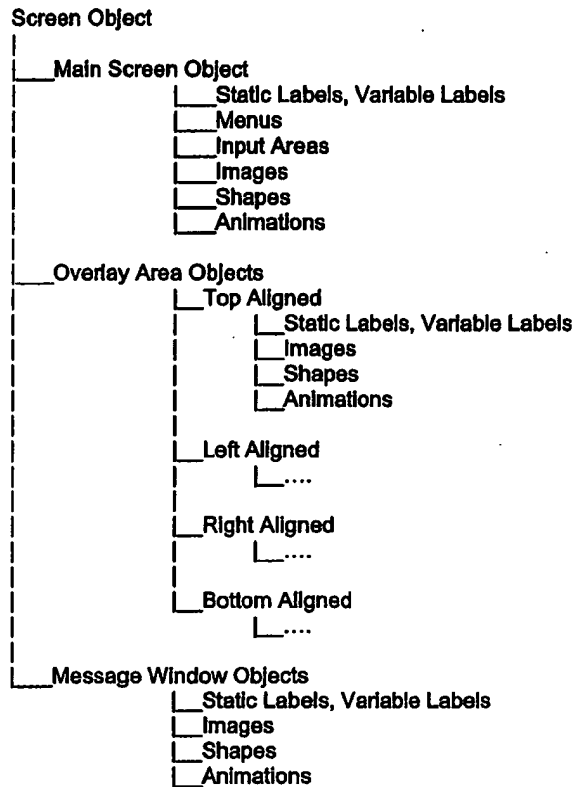
- What is AppGen made up with?

1. "Screen Layout Design" Module or "Screen Editor"
2. "Screen Action Design" Module or "Action Designer"
3. "System Information" Module

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- Screen Editor

1. Screen Structure Tree



2. Screen Widgets

- 1) Static Labels
- 2) Variable Labels
- 3) Menus
- 4) Input Areas
- 5) Images, Shapes, Animations
- 6) Variable Object *

3. How does Screen Editor work?

- 1) Enlarged Placement Pad
- 2) Real-Size Preview Pad
- 3) What you see is what you get

- Action Designer

~~FIG. 10B1~~ FIGS. 10B1 and 10B2

1. What are actions for?
2. When can actions be defined?
 - 1) Before entering a specific Screen Object
 - 2) Before leaving a specific Screen Object
 - 3) After a data collection is finished
3. What actions are covered?
 - 1) Database Operation
Lookup, insert, delete, update ...
 - 2) Data Formatting
 - 3) Message Window Display
 - 4) Communication
 - 5) Beep, restart, reboot...
4. Who can have actions?
 - 1) Main Screen Object
 - 2) Input Area Widget

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~~FIG 10B2~~

FIGS. 10B1 and 10B2

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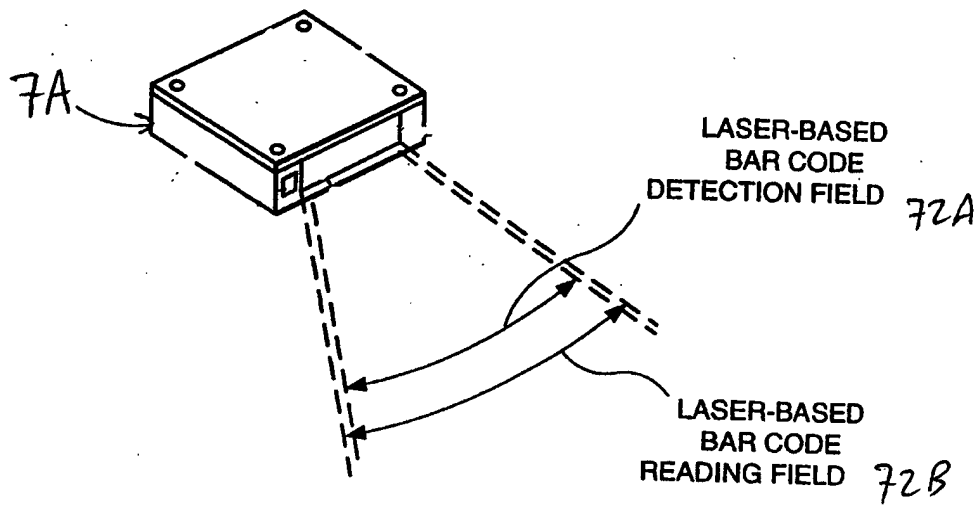
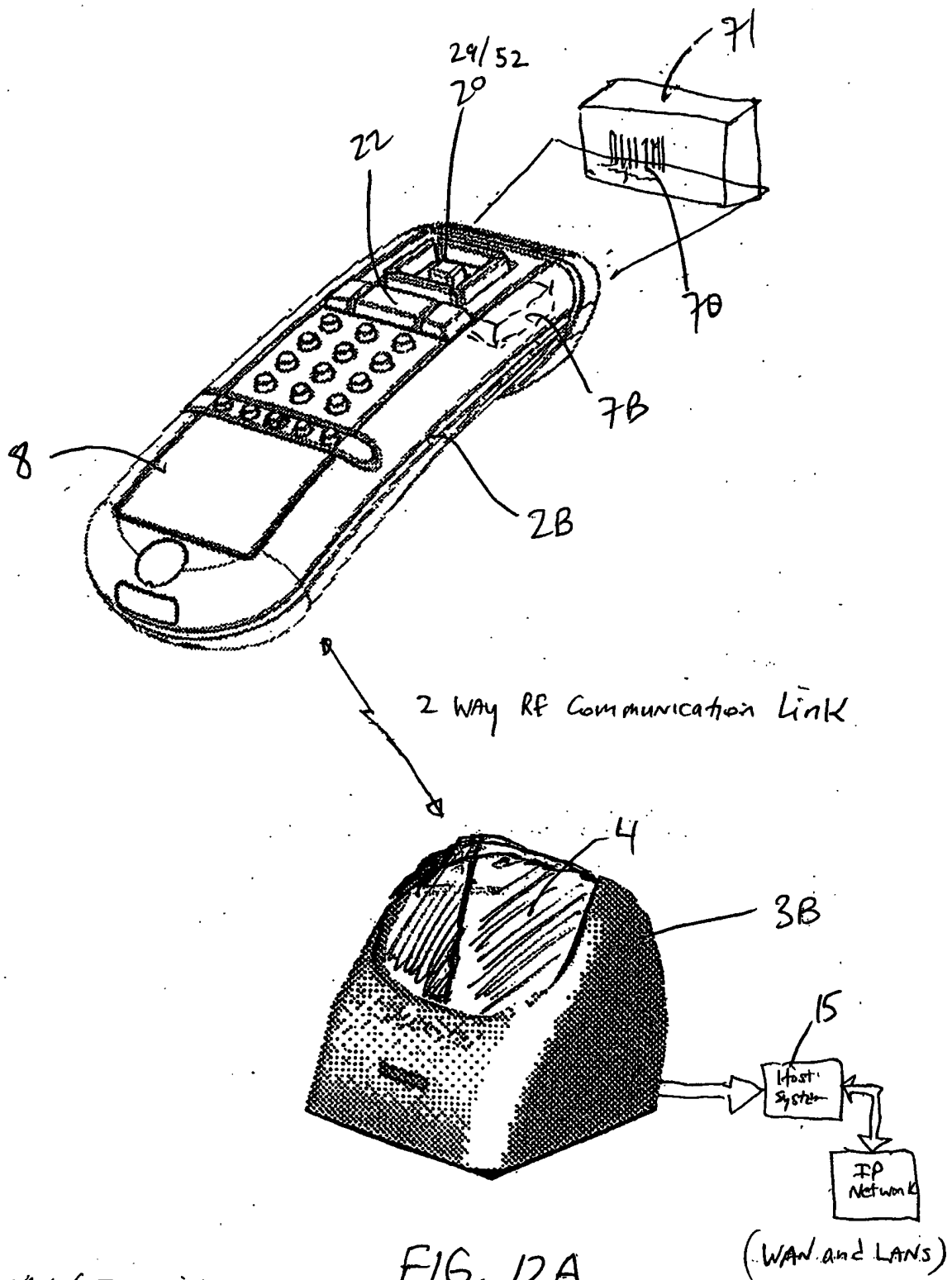


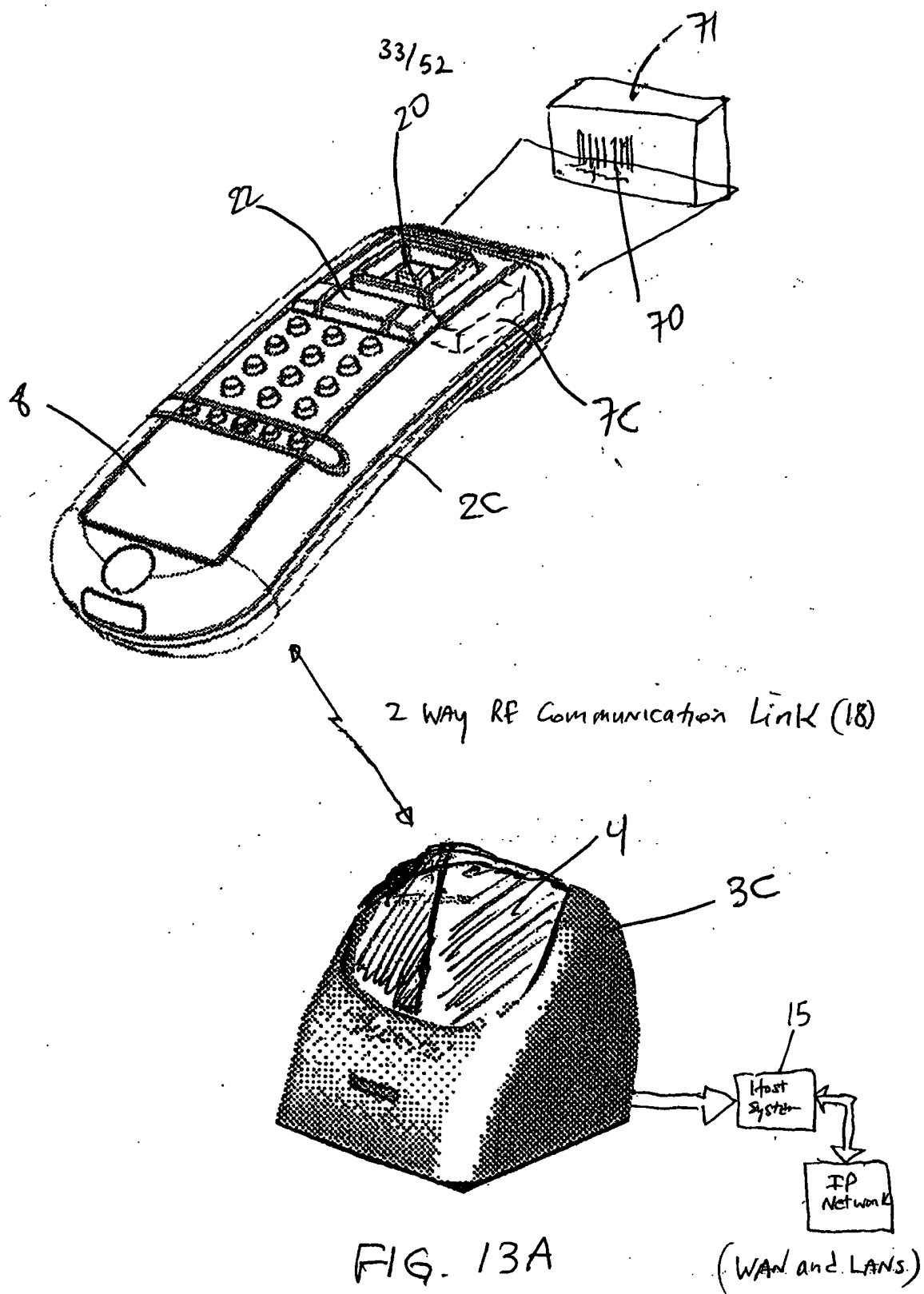
FIG. 11B

*Manual Triggered
Core Engine*

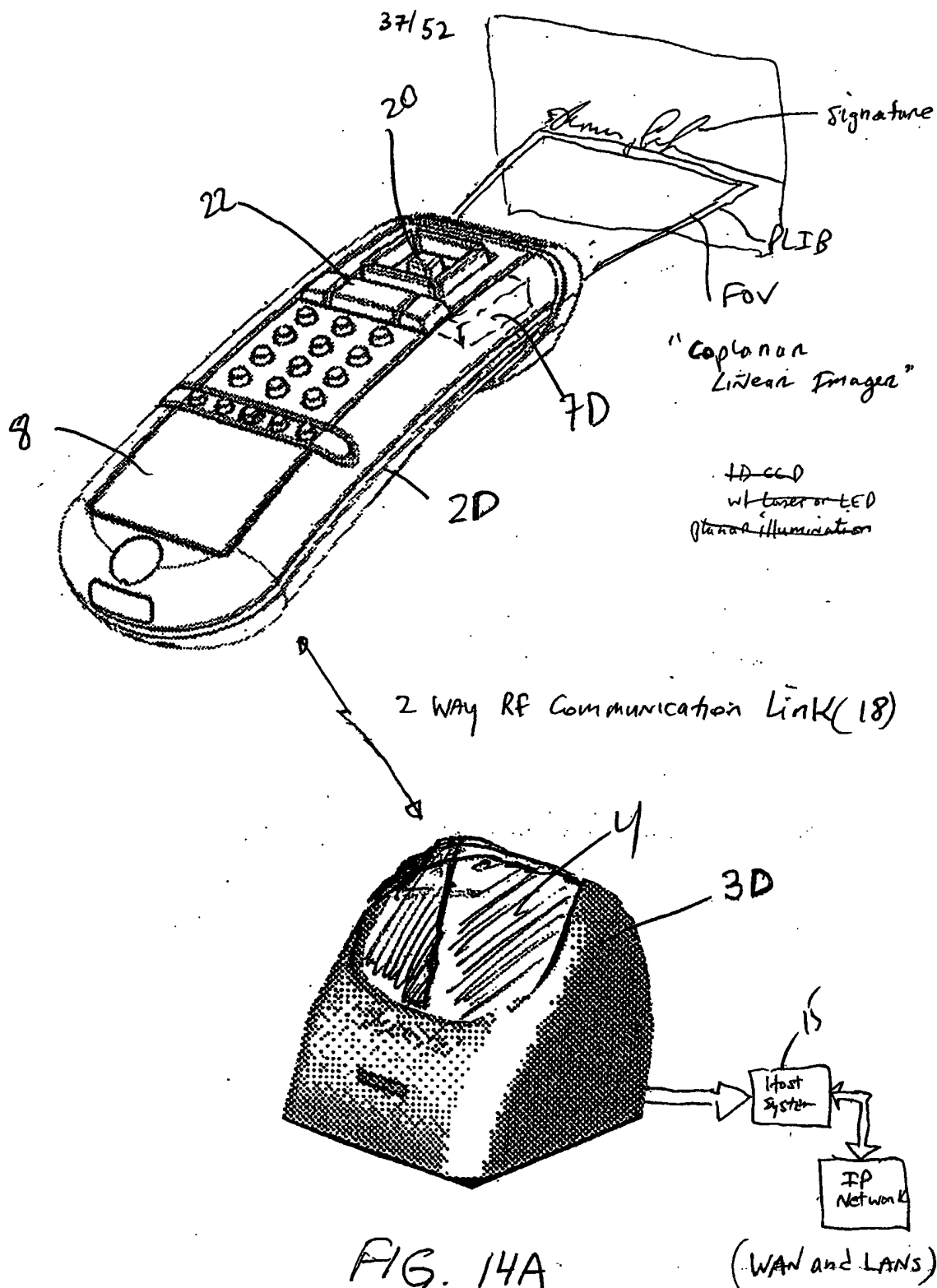


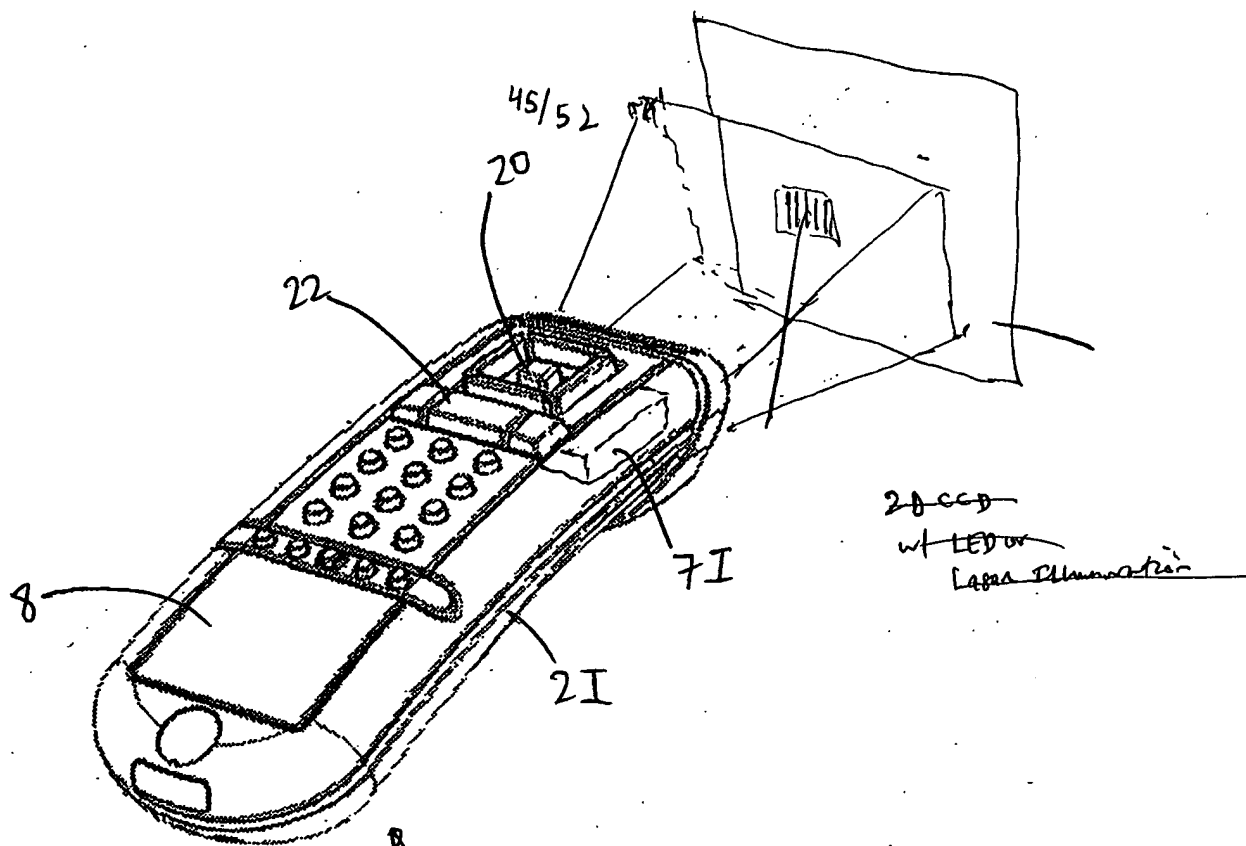
*Auto Case Engine 10/20
W/ PR 00*

FIG. 12A

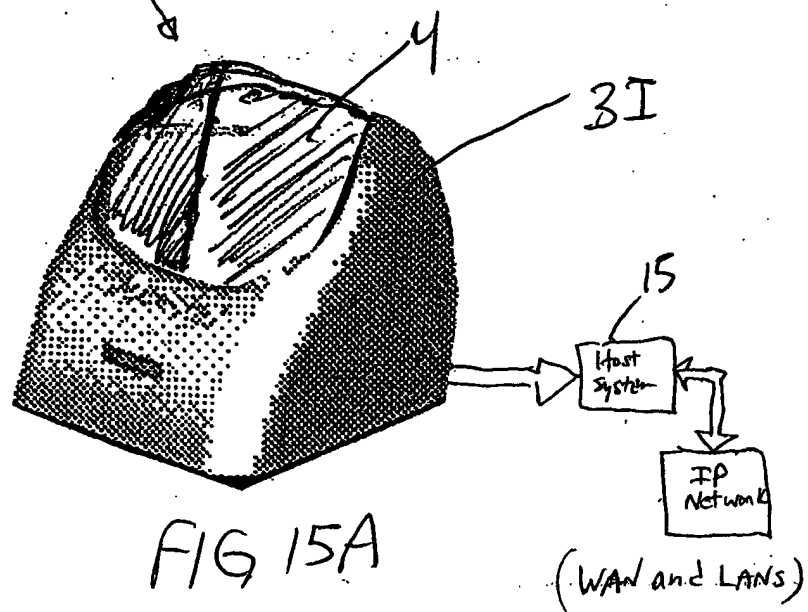


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2 Way RF Communication Link (18)



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